ART OF FIGHTING 2

Weak Punch • Strong Punch — A • A press longer

Weak Kick • Strong Kick — B • B press longer

Jab • Strong Kick — C

Depending on last input with A or B

Uppercut • Low Standing Kick — A C • B C

Throw — close ← • → C

Air Throw — air close C

Jack and Yuri only

Taunt — D

Decrease opponent spirit gauge

Retreat • Dash — ← ← • → →

Restore Spirit Energy — A • B • C hold

Wall Jump — air corner C

Recover from throw — thrown A • B • C

Play as Geese

Use Unibios

Super Move

Learn this move in bonus game, needs 75% of spirit gauge

Desperation Move

When energy is low, needs 75% of spirit gauge

RYO SAKAZAKI

Koô Ken

air ↷ A

Needs 20% of spirit gauge

Zan Retsu Ken

→ ← → A

Needs 40% of spirit gauge

Kohô

↷ A

Needs 20% of spirit gauge

Kyokugenryû Renbu Ken

↶ A

Needs 20% of spirit gauge

Hien Shippû Kyaku

↙ → B

Needs 25% of spirit gauge

Haô Shôkô Ken

→ ↷ A

Ryûko Ranbu

↶ ↷ C

ROBERT GARCIA

Ryû Geki Ken

↷ A

Needs 20% of spirit gauge

Ryûga

↷ A

Needs 20% of spirit gauge

Kyokugenryû Renbu Ken

↶ A

Needs 20% of spirit gauge

Hien Ryuu Jin Kyaku

air ↶ B

Needs 25% of spirit gauge

Genei Kyaku

→ ← → B

Needs 40% of spirit gauge

Hien Shippû Kyaku

↙ → B

Needs 25% of spirit gauge

Haô Shôkô Ken

→ ↷ A

Ryûko Ranbu

↶ ↷ C

ART OF FIGHTING 2

YURI SAKAZAKI

Koô Ken
Needs 20% of spirit gauge

Hyakurestu Binta
Needs 40% of spirit gauge

Kyokugenryû Saiha
Needs 20% of spirit gauge

Rai Ou Ken
Needs 25% of spirit gauge

Enbu Kyaku
Needs 20% of spirit gauge

Haô Shôkô Ken

Hien Houou Kyaku

TAKUMA SAKAZAKI

Koô Ken
Needs 20% of spirit gauge

Zan Retsu Ken
Needs 40% of spirit gauge

Kishingeki
Needs 20% of spirit gauge

Hien Shippû Kyaku
Needs 25% of spirit gauge

Shôran Kyaku
Needs 40% of spirit gauge

Haô Shôkô Ken

Ryûko Ranbu

ART OF FIGHTING 2

Venom Strike ↻ B

Needs 20% of spirit gauge

Trap Shot ↓ ↑ B

Needs 33% of spirit gauge

Tornado Kick → ← → B

Needs 20% of spirit gauge

Moushuu Kyaku ↺ B

Needs 20% of spirit gauge

Double Strike → ← ↻ B

Surprise Rose ← ↻ ↙ B C

Ura close ↙ • ↘ C

↻ A

Tatsumaki Geki

Needs 20% of spirit gauge

Raigeki Dan close ↻ A N

Needs 25% of spirit gauge

Daisharin Nage close ↻ B N

Needs 25% of spirit gauge

Kidan Heki ↻ A

Needs 20% of spirit gauge

Mouko Rengeki Ken Kyaku ↺ A

Needs 20% of spirit gauge

Mouko Mouretsu Hasaidan ← → ↻ A

Mongolian Temjin Renbu ↻ ↻ A C

ART OF FIGHTING 2

Kikôhô

Needs 20% of spirit gauge

↻ A

Ryuueijin

Needs 20% of spirit gauge

↓ ↑ A

Kasumigiri

Needs 20% of spirit gauge

↺ A

Koppagiri

Needs 20% of spirit gauge

→ ← → A

Tenba Kyaku

Needs 40% of spirit gauge

↙ → B

Kisaragiryu Renbu Ken

Needs 20% of spirit gauge

↺ B

Zantetsu Ha

↻↻ A

Zantetsu Tôrô Ken

↻ ↘ ↓ B

Mega Smash

Needs 20% of spirit gauge

↻ A

Flying Attack

Needs 25% of spirit gauge

↺ A

Spiral Leg Bomber

Needs 25% of spirit gauge

↓ ↑ B

Overdrive Kick

Needs 20% of spirit gauge

↻ B

Mega Smash

→ ↻ A

Atomic Smash

→ ↻ B C

MICKEY ROGERS

Burning Upper

Needs 20% of spirit gauge

↻ A

Crazy Upper

Needs 20% of spirit gauge

↓ ↑ A

Rolling Upper

Needs 20% of spirit gauge

↻ B

Chopping Right

Needs 25% of spirit gauge

↻ B

Combination 1

Needs 20% of spirit gauge

↻ A

Combination 2

Needs 20% of spirit gauge

↻ A C

Comet Gale

→ ↻ A

Rush Bomber

↻ ↙ ↓ A

JACK TURNER

Kyoku Knuckle Part

Needs 20% of spirit gauge

↻ A

Dynamite Lariat

Needs 20% of spirit gauge

→ ← → A

Bomber Dance

Needs 20% of spirit gauge

↻ A

Super Drop Kick

Needs 25% of spirit gauge

↙ ↗ B

Brain Shock Butt

Needs 25% of spirit gauge

close → ← → B

Kûchû Nage

air close C

Super Hip Attack

← ↻ B

Hell Diving

close ↻ A

LEE PAI LONG

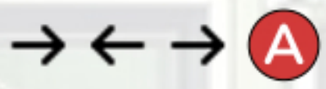
Tetsu no Tsume

Needs 20% of spirit gauge

Hawk's Talon Dropping

Needs 20% of spirit gauge

Hyakuretsuken



Needs 40% of spirit gauge

Kachuu Mouwan Kyaku

Needs 20% of spirit gauge

Shinkuu Kuutensou

Kachuu Hiensou

MR. BIG

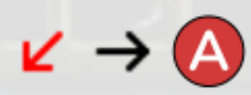
Ground Blaster

Needs 20% of spirit gauge

Cross Diving

Needs 20% of spirit gauge

Drum Shot

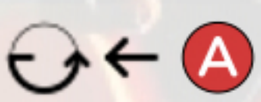


Needs 25% of spirit gauge

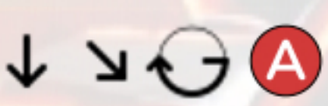
Spinning Lancer

Needs 20% of spirit gauge

Blaster Wave



Rising Spear

close 

GEESE HOWARD

Reppûken

Needs 20% of spirit gauge

↓↘ A

Hishô Nichirinzan

Needs 20% of spirit gauge

↘↓↙ A

Explosion Ball

Needs 25% of spirit gauge

↙↓↘ B

Deadly Rave

↙↓↘ A C • B C